

9. (Amended) The user interface designing apparatus according to claim 5, wherein said state display editing means is arranged displays, graphically, disposition of the elementary display part or, alternatively, the composite display part in each state or group of states of the composite display part while editing, graphically, properties and information concerning layout, inclusive of size or inter-part relation through direct manipulation with an input device or, alternatively, by activating directly a corresponding one of said property editing means.

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10. (Amended) The user interface designing apparatus according to claim 2, further comprising simulation means for simulating behavior of the composite display part stored in said composite display part storing means in conformance with manipulation input activated through an input device.

11. (Amended) The user interface designing apparatus according to claim 10, further comprising virtual display part storing means for storing virtual display parts having functions realized virtually by said simulation means.

12. (Amended) The user interface designing apparatus according to claim 10, wherein

said event handling editing means sets, virtually, an event difficult to realize, practically, and edits an event handling for the event, and
said simulation means issues the event, virtually, through an input/output device to simulate the processing for the virtual event issued, with a relevant composite display part.

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IN THE ABSTRACT:

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ABSTRACT OF THE DISCLOSURE

A user interface designing apparatus for easily designing a user interface which can change display parts in accompanying state transitions for events by adding/deleting states and editing the display part and event handling in each state. The apparatus includes a state set editor for adding/deleting states of a composite display part having a multiplicity of states, an event handling editor for describing an event handling for a state transition in each state of the composite display part, an elementary display part memory for storing elementary display parts designed previously, and a state display editor for adding/deleting elementary display parts to be displayed in each state of the composite display part.